

CRUSADER: NO REMORSE™

REFERENCE CARD

Note that there are many ways to perform the same actions.

KEYBOARD COMMANDS

GAME CONTROL

Help Screen	[F1]	Save Screen	[F9]
Options Screen	[F2]	Increase music volume	[+]
Quick Load	[F4]	Decrease music volume	[-]
Quick Save	[F5]	Prompt EXIT TO DOS (Y/N)	[Alt X]
Load Screen	[F8]	Main Menu Toggle	[Esc]

SILENCER CONTROL

Fire	[Spacebar]	Drop weapon	[Ctrl D]
Use inventory item	[U]	Search>Select	[S]
Use Medikit	[M]	Manipulate selected item	[Enter]
Cycle through Inventory items	[O]	Talk to selected person	[Enter]
Cycle backward through Inventory items	[I]	Grab all exposed items and add to inventory	[G]
Cycle through Weapon Inventory	[W]	Detonate bomb	[B]
Cycle backward through Weapon Inventory	[Q]	Use energy cube	[E]
Weapon Inventory	[J] or [Tab]	Center screen on Silencer	[Z]
Jump		Toggle targeting reticle On/Off	[R]

MOVEMENT (Keyboard arrows & extended keys)

Walk Forward



Rotate Left [←] Retreat [↓] Rotate Right [→]

[Ctrl] +

Jump



Roll Left [←] Retreat [↓] Roll Right [→]

Toggle Crouch

[Shift]

Run



Rotate Quickly Left [←] Retreat [↓] Rotate Quickly Right [→]

[Alt]

Advance



Sidestep Left [←] Retreat [↓] Sidestep Right [→]

(or have Caps Lock on)

Advance

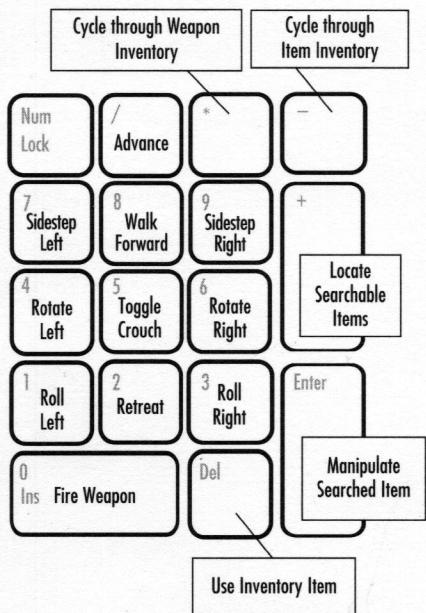
Roll Left [Ins] Home [Pg Up] Roll Right

Sidestep Left [Del] End [Pg Dn] Sidestep Right

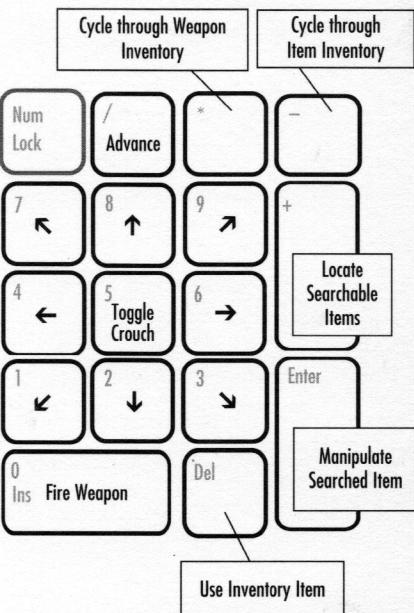
Retreat

NUMERIC KEYPAD MOVEMENT

Num Lock ON



Num Lock OFF



Arrows indicate direction of movement on screen

Shift + key, or **Caps Lock** on, = Run!
Ctrl + key = Roll! **Alt** + key = Sidestep!

Jump **Ctrl** 8
 Run **Shift** 8
 Rotate Quickly Left **Shift** 4
 Rotate Quickly Right **Shift** 6

MOUSE MOVEMENT



Shoot



Walk Forward



Rotate Left



Rotate Right

If **Alt** is pressed as the mouse is moved, the Silencer will **sidestep** left or right, to correspond to the mouse's movement.

If **Ctrl** is pressed as the mouse is moved, the Silencer will **roll** left or right, to correspond to the mouse's movement.

If **Shift** is pressed or **Caps Lock** is on while the right mouse button is pressed, the Silencer will **run**.

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